

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- Claim 1 (currently amended): A gaming device comprising:
- a card game being a modified version of Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer;
 - a display device operable to display the card game to the player;
 - an input device; and
 - a computing device operable with the display device and the input device to:
 - (a) deal a plurality of cards to each of the player's hands, each of the cards in the player's hands having a value;
 - (b) deal a plurality of cards to the dealer's hand, one of the cards being dealt face up, each of the cards in the dealer's hand having a value;
 - (c) determine a point value for each of the player's hands, the point value for each of the player's hands being based on the values of the cards in said player's hand;
 - (d) enable the player to input a single point value applicable to all of the player's hands, wherein said inputted single point value is used to for determining if when the point value of each of the player's hands satisfies a predefined relation to said inputted single point value;
 - (e) deal one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation;
 - (f) determine a point value for the dealer's hand, said point value being based on the values of the cards in the dealer's hand;
 - (g) deal one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
 - (h) determine which of the player's hands are winning hands.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the predefined relation includes a condition of being equal to or greater than the inputted single point value ~~input by the player~~.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the predefined relation includes a condition of being equal to the inputted single point value ~~input by the player~~.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the predefined relation includes a condition of being greater than the inputted single point value ~~input by the player~~.

Claim 5 (original): The gaming device of Claim 1, wherein, for each of the player's hands, the point value determined for said player's hand includes a sum of the values in said player's hand.

Claim 6 (original): The gaming device of Claim 5, wherein the display device includes at least one image displaying, for each of the player's hands, the sum of the values in said player's hand.

Claim 7 (original): The gaming device of Claim 1, wherein the point value of the dealer's hand includes a sum of the values in the dealer's hand.

Claim 8 (original): The gaming device of Claim 7, wherein the predefined criteria includes criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

Claim 9 (original): The gaming device of Claim 5, wherein the card game includes at least one Blackjack rule.

Claim 10 (original): The gaming device of Claim 9, wherein the Blackjack rule includes a rule that permits one of the player's hand to be a winning hand only if the point value of the player's hand is less than or equal to twenty-one.

Claim 11 (original): The gaming device of Claim 9, which includes a plurality of credits associated with the winning hand, the credits being awardable to the player.

Claim 12 (original): The gaming device of Claim 9, wherein the computing device includes a computer instruction executable to enable the player to input a decision according to the Blackjack rule.

Claim 13 (original): The gaming device of Claim 12, wherein the decision includes a decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

Claim 14 (original): The gaming device of Claim 13, wherein the computing device includes a computer instruction executable to automatically apply the decision to each of the player's hands.

Claim 15 (original): The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to cause at least one of the cards dealt to one of the player's hands to be different from at least one of the cards dealt to another one of the player's hands.

Claim 16 (original): The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to cause the cards dealt to the player's hands to be identical for each of said player's hands.

Claim 17 (original): The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to cause a plurality of the cards to be dealt from a plurality of sets of one or more decks of playing cards that may or may not be identical.

Claim 18 (original): The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to enable the player to select a quantity of hands to play against the dealer's hand.

Claim 19 (original): The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to enable the player to select a wager to be placed on at least one of the player's hands.

Claim 20 (original): The gaming device of Claim 19, wherein the computing device includes a computer instruction executable to cause each of the player's hands to have an identical wager.

Claim 21 (original): The gaming device of Claim 1, wherein the card game includes a plurality of hands for the dealer.

Claim 22 (currently amended): A method for operating a gaming device having a card game being a modified version of Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer, the method comprising:

- (a) providing a plurality of cards having values;
- (b) dealing a plurality of the cards to each of the player's hands;
- (c) dealing a plurality of the cards to the dealer's hand so that one of the cards is dealt face up;
- (d) determining a point value for each of the player's hands, the point value for each of the player's hands based on the values of the cards in said player's hand;
- (e) enabling the player to input a single point value applicable to all of the player's hands, wherein said inputted point value is used to for-determineing when the point value of each of the player's hands satisfies a predefined relation to said inputted single point value;
- (f) dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation;
- (g) determining a point value for the dealer's hand based on the values of the cards in the dealer's hand;
- (h) dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
- (i) determining which of the player's hands are winning hands.

Claim 23 (currently amended): The method of Claim 22, wherein dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation includes dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands is equal to or greater than the inputted single point value ~~input by the player~~.

Claim 24 (currently amended): The method of Claim 22, wherein dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation includes dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands is equal to the inputted single point value ~~input by the player~~.

Claim 25 (currently amended): The method of Claim 22, wherein dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation includes dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands is greater than the inputted single point value ~~input by the player~~.

Claim 26 (original): The method of Claim 22, wherein determining a point value for each of the player's hands includes determining, for each of the player's hands, a sum of the values in said player's hand.

Claim 27 (original): The method of Claim 26 which includes displaying, for each of the player's hands, the sum of the values in said player's hand.

Claim 28 (original): The method of Claim 22, wherein determining a point value for the dealer's hand includes determining a sum of the values in the dealer's hand.

Claim 29 (original): The method of Claim 28, wherein dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria includes dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

Claim 30 (original): The method of Claim 26, which includes providing at least one Blackjack rule for the card game.

Claim 31 (original): The method of Claim 30, which includes permitting one of the player's hands to be a winning hand only if the point value of said player's hand is less than or equal to twenty-one.

Claim 32 (original): The method of Claim 30, which includes enabling the player to input a decision according to the Blackjack rule.

Claim 33 (original): The method of Claim 32, wherein enabling the player to input a decision according to the Blackjack rule includes enabling the player to input a decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

Claim 34 (original): The method of Claim 33, which includes automatically applying the decision to each of the player's hands.

Claim 35 (original): The method of Claim 22, which includes providing a plurality of credits associated with the winning hand, the credits being awardable to the player.

Claim 36 (original): The method of Claim 22, which includes causing at least one of the cards dealt to one of the player's hands to be different from at least one of the cards dealt to another one of the player's hands.

Claim 37 (original): The method of Claim 22, which includes causing the cards dealt to the player's hands to be identical for each of said player's hands.

Claim 38 (original): The method of Claim 22, which includes dealing a plurality of cards to each of the player's hands from a plurality of sets of one or more decks of playing cards that may or may not be identical.

Claim 39 (original): The method of Claim 22, which includes enabling the player to select a quantity of hands to play against the dealer's hand.

Claim 40 (original): The method of Claim 22, which includes enabling the player to select a wager to be placed on at least one of the player's hands.

Claim 41 (original): The method of Claim 40, which includes causing each of the player's hands to have an identical wager.

Claim 42 (original): The method of Claim 22, which includes providing a plurality of hands for the dealer.

- Claim 43 (currently amended): A gaming device comprising:
- a card game based on Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer;
 - a display device operable to display the card game to the player;
 - an input device;
 - a computing device operable with the display device and input device to:
 - (a) deal a plurality of cards to each of the player's hands, each of the cards in the player's hands having a value;
 - (b) deal a plurality of cards to the dealer's hand, one of the cards being dealt face up, each of the cards in the dealer's hand having a value;
 - (c) sum the values of the cards for each of the player's hands to determine a point value for each of the player's hands;
 - (d) enable the player to input a single point value applicable to all of the player's hands, wherein said inputted point value is used to determine if which the point value of each of the player's hands ~~must~~ meets or exceeds said inputted point value;
 - (e) deal one or more additional cards to each of the player's hands unless or until the point value for each of the player's hands is equal to or greater than the inputted single point value ~~input by the player;~~
 - (f) sum the values of the cards in the dealer's hand to determine a point value for the dealer's hand;
 - (g) deal one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
 - (h) determine which of the player's hands are winning hands.

Claim 44 (original): The gaming device of Claim 43, wherein the predefined criteria includes criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

Claim 45 (original): The gaming device of Claim 43, wherein the computing device includes a computer instruction executable to enable the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

Claim 46 (original): The gaming device of Claim 45, wherein the computing device includes a computer instruction executable to automatically apply the decision to each of the player's hands.

Claim 47 (original): The gaming device of Claim 43, wherein the display device includes at least one image displaying, for each of the player's hands, the point value of said player's hand.

Claim 48 (currently amended): A method for operating a gaming device having a card game based on Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer, the method comprising:

- (a) providing a plurality of cards that have values;
- (b) dealing a plurality of the cards to each of the player's hands;
- (c) dealing a plurality of the cards to the dealer's hand so that one of the cards is dealt face up;
- (d) summing the values of the cards for each of the player's hands to determine a point value for each of the player's hands;
- (e) enabling the player to input a single point value applicable to all of the player's hands, wherein said inputted point value is used to determine if to which the point value of each of the player's hands must meets or exceeds said inputted point value;
- (f) dealing one or more additional cards to each of the player's hands unless or until the point value for each of the player's hands is equal to or greater than the inputted single point value ~~input by the player;~~
- (g) summing the values of the cards in the dealer's hand to determine a point value for the dealer's hand;
- (h) dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
- (i) determining which of the player's hands are winning hands.

Claim 49 (original): The method of Claim 48, wherein dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria includes dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

Claim 50 (original): The method of Claim 48, which includes enabling the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

Claim 51 (original): The method of Claim 50, which includes the step automatically applying the decision to each of the player's hands.

Claim 52 (original): The method of Claim 48 which includes displaying, for each of the player's hands, the point value of said player's hand.

Claim 53 (currently amended): A gaming device comprising:

a card game based on Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer;

a display device operable to display the card game to the player;

an input device;

a computing device operable with the display device and input device to:

(a) deal a plurality of cards to each of the player's hands, each of the cards in the player's hands having a value;

(b) deal a plurality of cards to the dealer's hand, one of the cards being dealt face up, each of the cards in the dealer's hand having a value;

(c) sum the values of the cards for each of the player's hands to determine a point value for each of the player's hands;

(d) enable the player to input a single point value applicable to all of the player's hands, wherein said inputted single point value is used to determine if to which the point value of each of the player's hands must exceeds said inputted single point value;

(e) deal one or more additional cards to each of the player's hands unless or until the point value for each of the player's hands is greater than the inputted single point value ~~input by the player~~;

(f) sum the values of the cards in the dealer's hand to determine a point value for the dealer's hand;

(g) deal one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and

(h) determine which of the player's hands are winning hands.

Claim 54 (original): The gaming device of Claim 53, wherein the predefined criteria includes criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

Claim 55 (original): The gaming device of Claim 53, wherein the computing device includes a computer instruction executable to enable the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

Claim 56 (original): The gaming device of Claim 55, wherein the computing device includes a computer instruction executable to automatically apply the decision to each of the player's hands.

Claim 57 (original): The gaming device of Claim 53, wherein the display device includes at least one image displaying, for each of the player's hands, the point value of said player's hand.

Claim 58 (currently amended): A method for operating a gaming device having a card game based on Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer, the method comprising:

- (a) providing a plurality of cards that have values;
- (b) dealing a plurality of the cards to each of the player's hands;
- (c) dealing a plurality of the cards to the dealer's hand so that one of the cards is dealt face up;
- (d) summing the values of the cards for each of the player's hands to determine a point value for each of the player's hands;
- (e) enabling the player to input a single point value applicable to all of the player's hands, wherein said inputted single point value is used to determine if to which the point value of each of the player's hands must exceeds said inputted single point value;
- (f) dealing one or more additional cards to each of the player's hands unless or until the point value for each of the player's hands is greater than the inputted single point value ~~input by the player;~~
- (g) summing the values of the cards in the dealer's hand to determine a point value for the dealer's hand;
- (h) dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
- (i) determining which of the player's hands are winning hands.

Claim 59 (original): The method of Claim 58, wherein dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria includes dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

Claim 60 (original): The method of Claim 58, which includes enabling the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

Claim 61 (original): The method of Claim 60, which includes the step automatically applying the decision to each of the player's hands.

Claim 62 (original): The method of Claim 58, which includes displaying, for each of the player's hands, the point value for said player's hand.